



PAL



PlayStation®

The distant future...
Vampires rule the night, but their numbers are dwindling.
With huge bounties on their heads, a new breed has emerged, Bounty Hunters.
One hunter is unlike all the others.
You are a Dunpeal - half human, half vampire.
At war with yourself, feared by all, tortured and alone,
you are Vampire Hunter D.

Dans un avenir lointain...
Les vampires sont les maîtres de la nuit, bien que leur nombre soit en déclin.
En raison des primes louches sur eux qui sont octroyées pour leur capture, les vampires ont fait naître une espèce nouvelle : les chasseurs de primes.
Cependant, un des chasseurs se distingue de tous les autres.
Tu es un Dunpeal, moitié humain et moitié vampire.
En guerre contre toi-même, craint de tous, torturé et solitaire, tu es le chasseur de vampires D.

In former Zukunft...
Vampire beherrschen die Nacht, doch ihre Zahl nimmt ab.
Angesichts der hohen Belohnungen, die auf sie ausgesetzt sind, hat sich eine neue Klasse gebildet: die Kopfgeldjäger.
Kein Jäger ist wie der andere.
Sie sind ein Dunpeal - halb Mensch, halb Vampir.
Im Kampf mit sich selbst, von allen gefürchtet, von Zweifeln geplagt, einsam.
Sie sind Vampirjäger D.

In un futuro lontano...
I vampiri regnano sulla notte, ma le loro file si stanno riducendo.
Hanno enormi taglie sulla loro testa e questo ha fatto nascere una nuova specie di esseri, i Cacciatori di Taglie.
Ma uno di questi cacciatori è molto diverso dagli altri.
Tu sei un Dunpeal - metà umano, metà vampiro.
Perennemente in guerra con te stesso, temuto da tutti, tormentato e solo, sei il Cacciatore di Vampiri D.

El futuro próximo ...
Los vampiros son los amos de la noche, pero su número cada vez es más escaso.
Cegados por las enormes recompensas, una nueva profesión ha nacido. Son los Cazadores de recompensas.
Un Cazador es muy distinto a todos ellos.
Eres un Dunpeal - mitad humano, mitad vampiro.
En guerra contigo mismo, temido por todos, torturado y solo, eres el Cazador de Vampiros D.



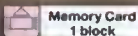
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COMPACT
disc

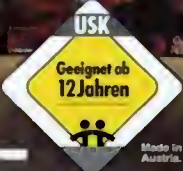


ATTENTION
Chez certaines personnes,
l'utilisation de ce jeu nécessite
des précautions d'emploi
particulières qui sont détaillées
dans la notice jointe

JVC



DÉCONSEILLÉ
aux moins de 12 ans



This software is only compatible with hardware displaying "J" and PAL

Made in Austria.



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VAMPIRE HUNTER



COMPACT
disc

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Avalon Software Vampire Hunter O
Production Committee
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Striker

~~The Story~~
12090 a.d.-

10,000 years have passed since vampires have reigned over the world. Now, they are dying as a species. The human race is begining to regain their power after many long years of darkness. However, there are still a few vampires that live in the remote regions and continue their gruesome attacks on humans. Such actions have brought about the hiring of bounty hunters to eliminate them. Among these hunters are the Dunpeals. They are a race born of a human and a vampire and are considered to be the best.

John Elbourne, a wealthy village man, whose daughter has been kidnapped by the vampire, Meier Link, has hired bounty hunters to find and return her. Of these bounty hunters is a Dunpeal talked of as having extraordinary skills.

His name is D.

Your Mission-

Your job as D is to safely rescue John Elbourne's kidnapped daughter, Charlotte, from the clutches of Meier Link. As advance money, \$500,000 has been supplied. Upon the safe return of Charlotte, you will receive another \$2,000,000. If you are too late and she has been converted to vampirism, you are to save her from her awful fate without her suffering.

Vampire Hunter



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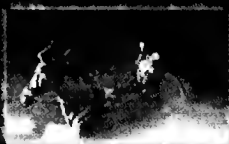
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Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Vampire Hunter D disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Characters

D

Dunpeal vampire hunter born of a vampire and a human. He is a mysterious figure feared and revered by humans.

Leila Marcus

One of the Marcus Brothers, the renowned vampire hunter team. An expert shot and commercial rival to D.

Left Hand

Constantly giving advice and warnings to D. D's source for extraordinary Dunpeal abilities.





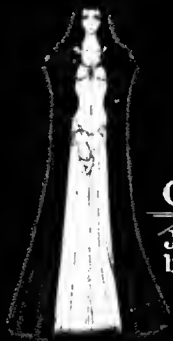
Meier Link

A vampire who abducted Charlotte.
Known never to use his fangs
against a human.



Carmila

Lady of the Castle Chaythe. Apparently
sealed in the castle 5,000 years ago
by a Vampire King for her
excessive brutality.



Charlotte

John Elbourne's daughter who has
been kidnapped by Meier Link.



Benge

Mutant servant of Carmila.



Machira

Mutant servant of Carmila.



Kyle

Renowned vampire hunter
of the Marcus Brothers.



Nolt

Renowned vampire hunter
of the Marcus Brothers.



Grove

Renowned vampire hunter
of the Marcus Brothers.



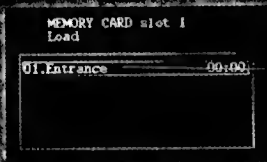
Borgoff

Renowned vampire hunter
of the Marcus Brothers.

But-Up



When the title screen comes up, press the **START** button to continue.



Choose **New Game** and the game will start after selecting a difficulty level.

Choose **Load Game** and the game will start after selecting a data block.



Options screen gives you the choice of having the vibration function on or off, setting the volume of music and sound and choosing subtitles on or off. Auto Lock-On allows you to lock onto your opponent automatically when swords are drawn. If off, the **L2** button needs to be pressed to lock-on. the **L1** button will determine whether **D** will walk or run when the button is pressed while moving.

DIRECTIONAL BUTTONS

Up Move Forward

Down Move Backwards

Right Turn Right

Left Turn Left

Note: double tap Directional button to step in that direction

△ BUTTON Switch between battle and search mode

○ BUTTON Battle mode: wave sword/examine
Search mode: examine
Collect items/open doors

× BUTTON Jump/Cancel/Select/Use

□ BUTTON Select and use an item (Left Hand Mode)

L1 BUTTON Press with directional button up to walk

L2 BUTTON Lock on: On/Off

R1 BUTTON Guard

R2 BUTTON Switch between opponents in Battle mode,
lock on

L2 + R2 Turn 180 degrees

START BUTTON . . . Display Menu screen/Skip an event

SELECT BUTTON . . Switch left hand mode

ANALOG MODE SWITCH . . Switch analog mode on and off

Game Screen



1 - HP (hit point) Gauge

Decreases as D receives hits from opponents. When the HP Gauge reaches 0, the game is over (see pg.15).

2 - VP (vampire point) Gauge

Indicates D's current status. The higher the gauge, the higher are D's vampire abilities.

3 - Lock On

Lock onto your opponent automatically when sword is drawn.

4 - Opponent HP Gauge

Only displayed during a boss encounter.

5 - Left Hand Mode

Left Hand will appear in lower right corner. Hit the SELECT button to scroll through the different Left Hand modes:



Inhale-After an opponent has been weakened, Left Hand will be able to inhale their energy.



Revive-Regain HP by consuming one section of the Left Hand Gauge.



Attack-There are 3 stages depending on the VP Gauge status:

low VP - a sphere that freezes an opponent is emitted.

med VP - a beam that traces an opponent is emitted in 5 directions.

high VP - powerful fireballs are emitted.



Access the Pause Menu Screen by pressing the START button. Here, it is possible to use items in your possession, switch between various Left Hand modes, display maps, set configuration and access the Memory Card. Press the START or O button to return to the game screen.

1 - Item Graphic

Chosen item is displayed.
Window color indicates type of item.
-Red-sub weapons
-Green-supplementary items
-Blue-event items
-Yellow-buttons

2 - Item List

Items in D's possession. Use the Directional buttons to select an item. Press the X button to use an item. Message window displays quantity of selected item.

3 - Message Window

Explanation of the item selected.

4 - Current Position

Name of D's location

5 - Left Hand Mode

Press the SELECT button to switch between modes.

6 - Options

Press the R1 button to switch to the Option screen. Press the L1 button to switch to the Map screen.

7 - Memory Card

Press the Δ button to switch to the Save and Load screen.

Maps and Keys



Map - collect maps to help you find your way. More than one can be used at a time.

Items that must be collected in order to progress through the game.



Power Plug



Silver Plate



Gold Plate



Blue Key



Red Key

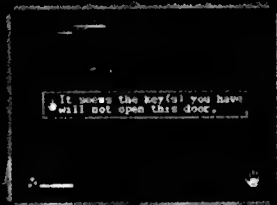
Game Over

GAME OVER

Your character "D" will incur damage if he is attacked and takes hits by opponents or is caught in a trap. When the damage accumulates and the HP gauge becomes 0, D will die. However, if you have managed to maximize the Left Hand power gauge, D will resurrect and the game will continue.

Hint

Useful information to help you through your quest.



Moving from one room to another - Press the **O** button (examine). In some cases, doors may be locked. However, there is always a way to progress.

Push an object - When standing in front of a moveable object, press the **O** button (examine) to move it.

VP Gauge - VP gauge will affect attack and recovery. Constantly be aware of the VP gauge and take appropriate action.

Increase in the VP gauge occurs when:

- You are showered by an opponent's blood.
- You consume one blood pill.

Decrease in the VP gauge occurs when:

- You receive damage.
- You use a remedy medicine.

Opponent's Characteristics - Some opponents attack in a special way. One such way is by holding onto you and sucking your HP. To shake off an opponent quicker, hit a Directional button repeatedly.

Another attack is by poisoning. If you have been poisoned, the damage will increase over time. Try to recover by consuming an antidote as soon as possible.

For the Jaleco Hint Line, Call: 847.251.9993



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